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15 February 2002

Invoice: 50007

Milestone Payment for Prey Project

Milestone 7- Production Phase

Due February 15th, 2002

\$150,000

Milestone Requirements

Milestone 6 January 1st, 2001:

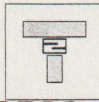
First Content Deliverable

- Latest Design Document Updates Delivered
- Latest Tech Design Document Updates Delivered
- 24% of Game Content Finished
 - 24% Characters Modeled
 - 24% Texture Created
 - 24% Level Geometry Completed
- 12% Animations Completed

Delivered

- Status Report
- Latest Design Document Revision (Rev 7)
- Latest Technical Design Document Revision
- Latest Game Levels including 4 new game maps, latest map revisions and programmer test levels showing new tech
- Latest Characters including new hider, hunter and hound models, latest revisions to previous characters, and new actors including eyestalk, nautilus gun and float pods
- Latest Game Textures including several new textures and latest revisions to previous textures
- Prototypes for all game weapons (rough first pass)
- Animations for gasbag, hound, and hunter

Please make payment via wire or check to:



MILESTONE APPROVAL FORM

Product: Prey (Dark Harvest)

Developer: Human Head Studios

Milestone #: 7

Milestone Description:

- Status Report
- Latest Design Document Revision (Rev 7)
- Latest Technical Design Document Revision
- Latest Game Levels including 4 new game maps, latest map revisions and programmer test levels showing new tech
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Contractual due date February 15, 2002

Date Arrived: February 15, 2002

Amount: \$150,000

Invoice #: 50007

The criteria for the above milestone have been met, and the milestone can now be considered complete. Payment of the above amount is hereby authorised.

Signature:

Name: Jamie King
Date:

Signature:

Name: Jamie Leece
Date:

Signature:

Name: Sam Houser
Date:

Signature:

Name: Kelly Sumner
Date:



Dark Harvest

Milestone 7 February 15th, 2002:
Production Phase

Milestone Deliverables

1. Latest Design Document Updates Delivered
2. Latest Tech Design Document Updates Delivered
 - 24% of Game Content Finished
 - 24% Characters Modeled
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Milestone Report

Project Status:

Work continues to go smoothly on the project. The bulk of the new content you will see in this milestone consists of more levels, more textures, more creatures and all the weapon models prototyped. Also, there are a lot of test levels showing off various effects and new tech we've added to the game, including wall-walk, jump-pads, and variable gravity zones. These are all available in the /maps directory.

Characters:

Also included is a map called characters.map, which includes all of the models build thus far (note that not all are textured and the texture will probably change on a few of the models already built). The characters in this map include: The Hunter, the Hider, The Hound, Droid, and Gasbag.

We have changed our modeling pipeline (as mentioned in the previous milestone status update). The low-poly is created first. Once completed, the modeler begins work on the high-poly model, while the animators set up the skeleton on the low poly model. This system was definitely more efficient for building the Hunter and should continue to get more efficient as we create the rest of the creatures in the game.

As mentioned, characters.map shows all the characters in static poses. To see them animated, you need to use several commands to bring in the creature and cycle through the animations. To do this, use the "testmodel" and "nextanim" commands. Here's an example (for the gasbag). At the console, type:

```
testmodel monster_gasbag
```


A gasbag should appear in front of you. To cycle his anims, type:

nextanim

Continue typing nextanim to cycle through all the anims (it will print out which anim is currently being used at the top of the screen). Note that not all anims are finished for creatures (for instance not all creatures have death anims, yet, so it currently will just play the idle anim as a placeholder).

All the creatures with anims currently in the game (that can be testmodeled):

monster_gasbag ✓

monster_hound ✓

monster_hunter ✓

Weapon Prototypes:

All weapons have been prototyped and have in-view models (no skins, yet). The player defaults with the rifle weapon. To see all other weapons, type "give all" at the console. Then cycle through the weapons using the mouse wheel. The weapons are as follows:

Wrench - typical wrench ✓

Rifle - a Hunter rifle, with scope. Will be reworked to look more alien and freaky ✓

Dartgun - orientation is off on this. It needs to be pulled down the screen ✓

BFG - will be renamed, of course :) ✓

Crawler - Your friendly three-legged creature that explodes like a grenade when it's legs are pulled off... :) ✓

Launcher - A rocket-launcher type weapon ✓

SoulStripper - Will be used to capture and use enemies souls as well as the wraiths ✓

AcidSprayer - Organic weapons that sprays acid ✓

TetherGun ✓

Bow - Mystical Cherokee Bow. Will be reworked to look more mystical and powerful ✓

Gore System:

The gore system is outlined in the Technical Review Doc. To see the current gore system in action, you need to spawn a creature and then shoot it to attach the gore spots.

Load up a map (any map will do, but preferably a fairly simple one with a lot of light... try one of the test maps, like jump), and then spawn in a creature (as follows, at the console):

spawn monster_gasbag